

FIG. 1

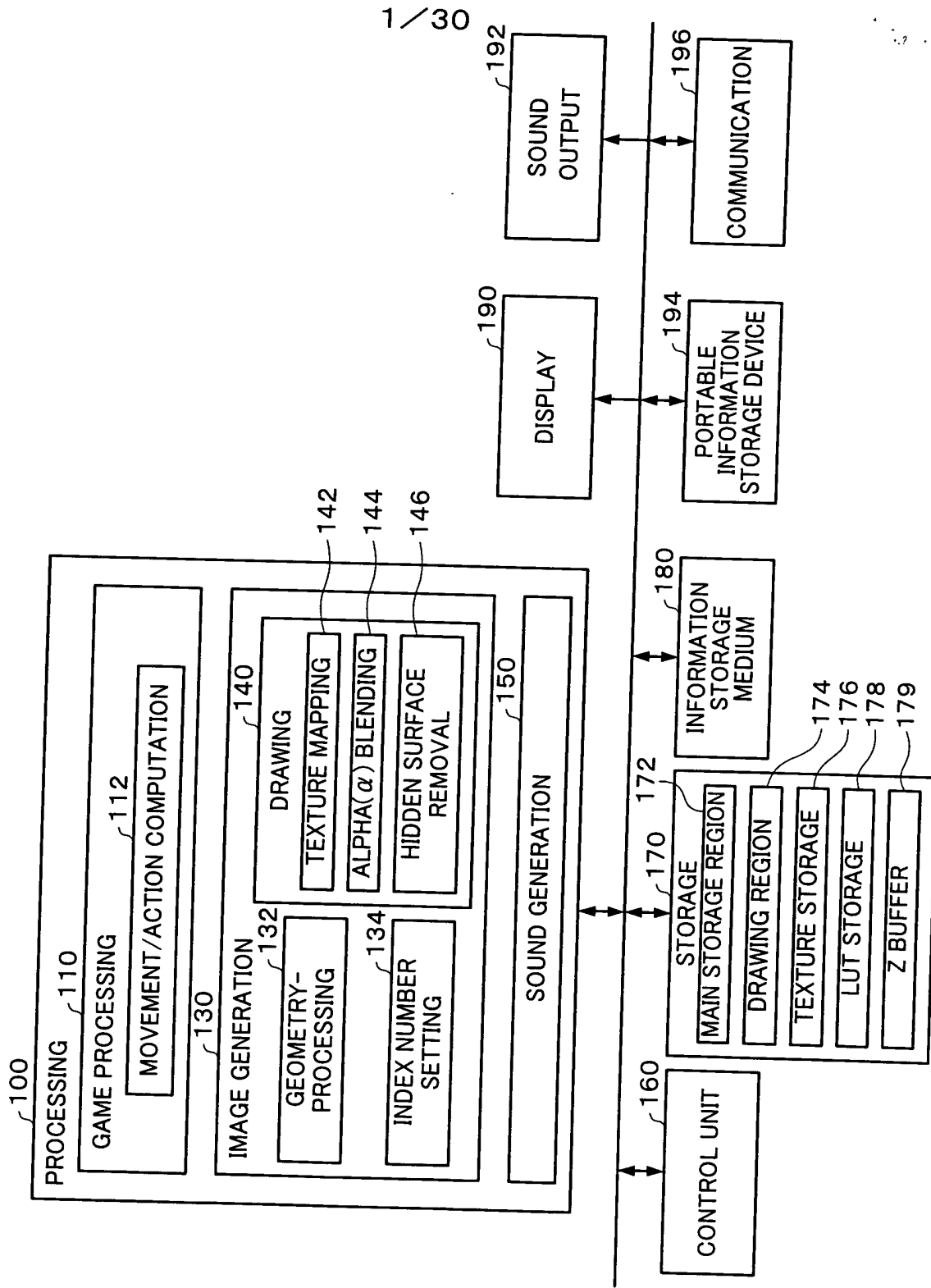


FIG. 2A

2/30

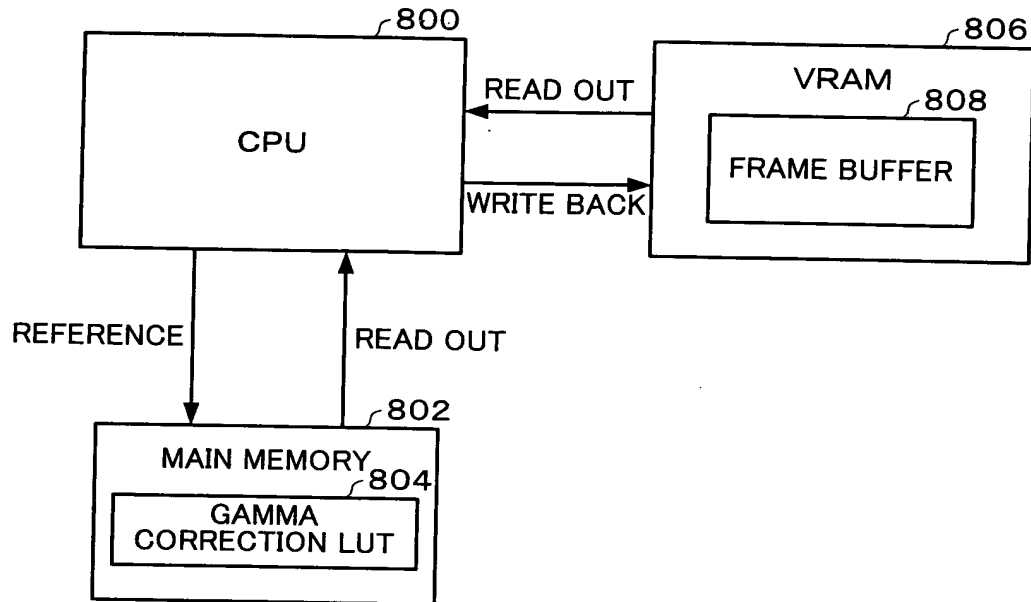


FIG. 2B

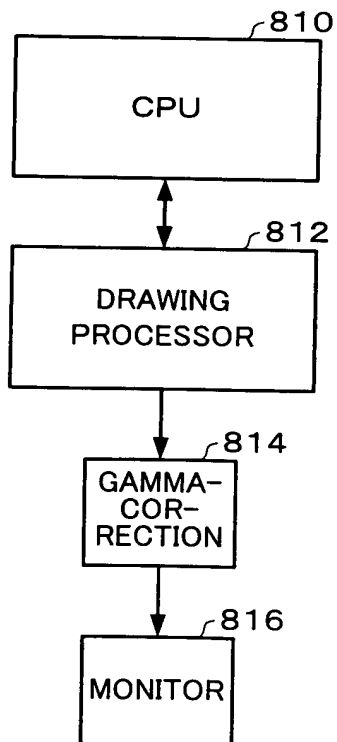


FIG. 3

INDEX COLOR TEXTURE-MAPPING

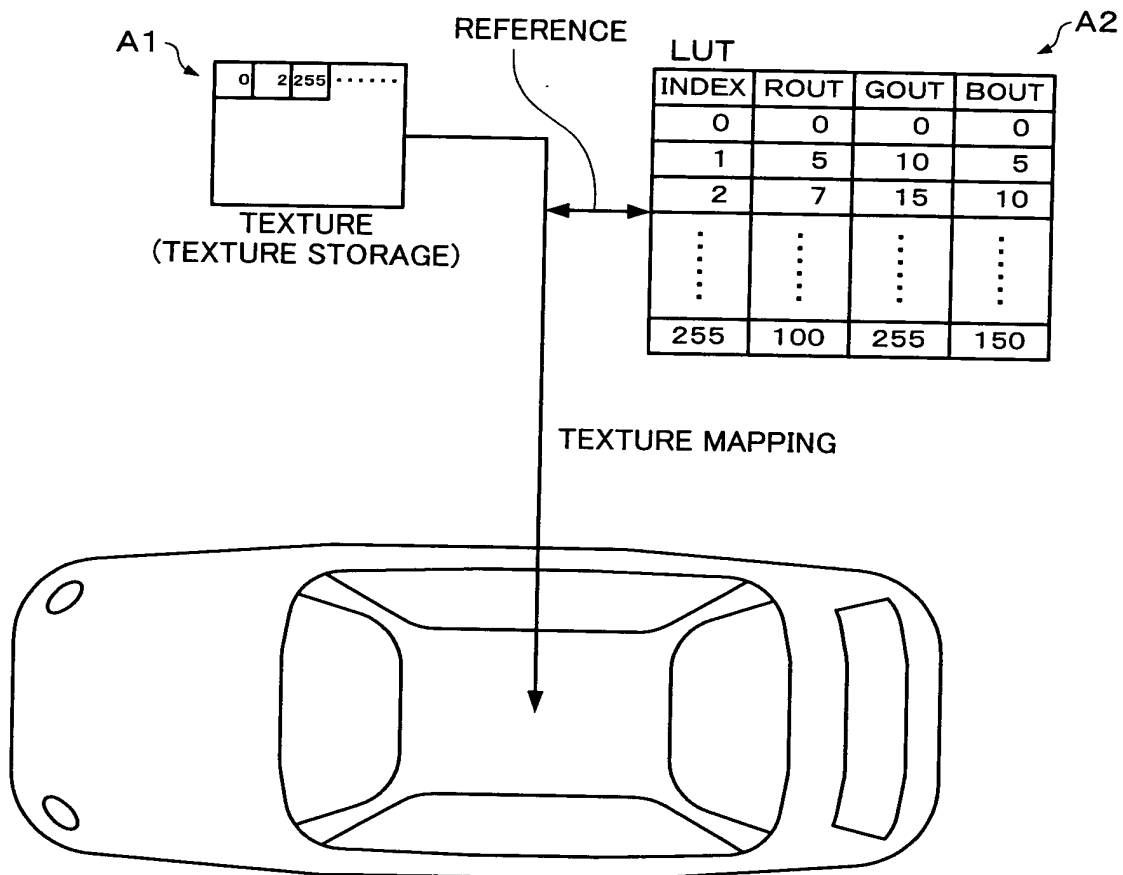


FIG. 4

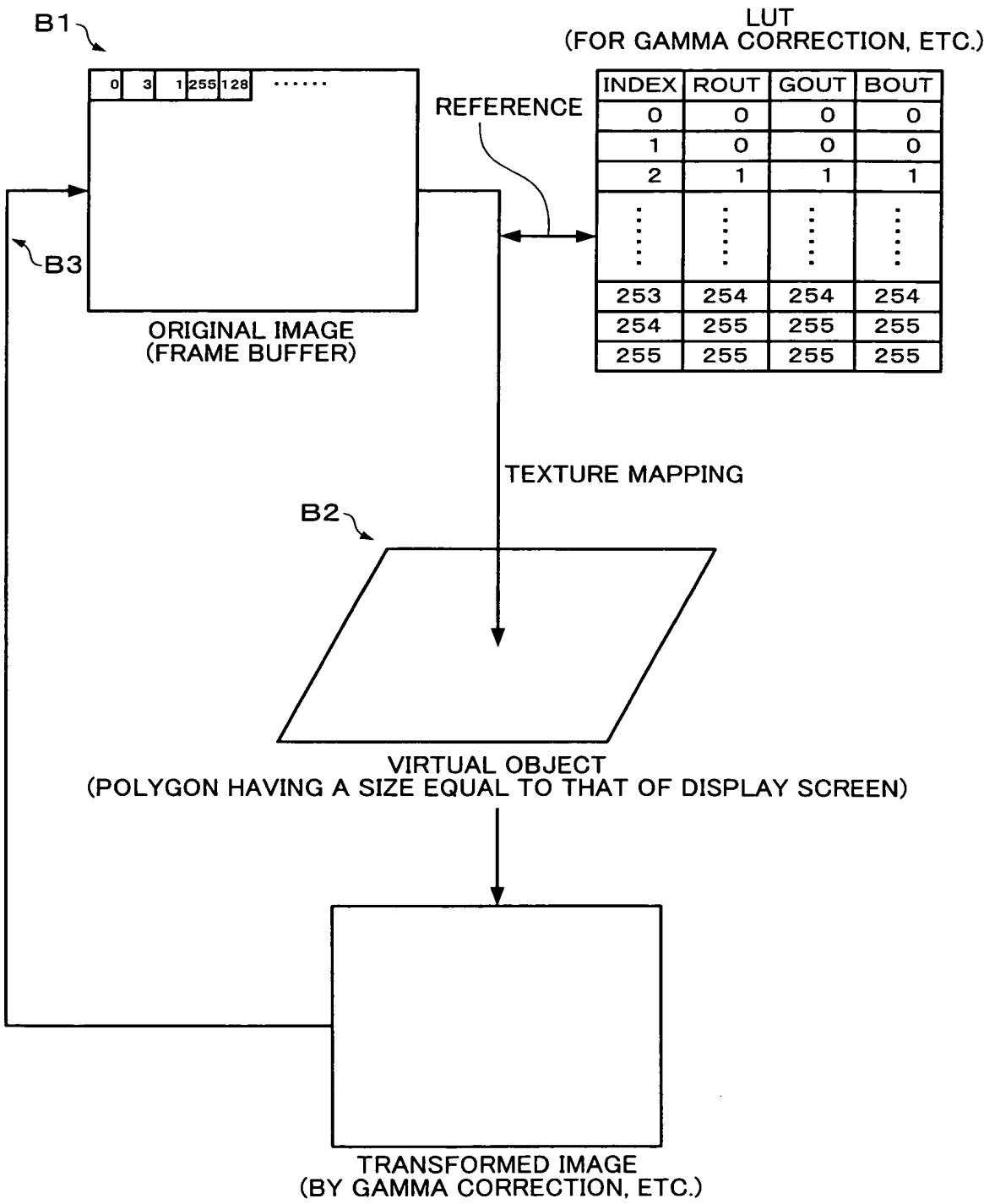


FIG. 5A

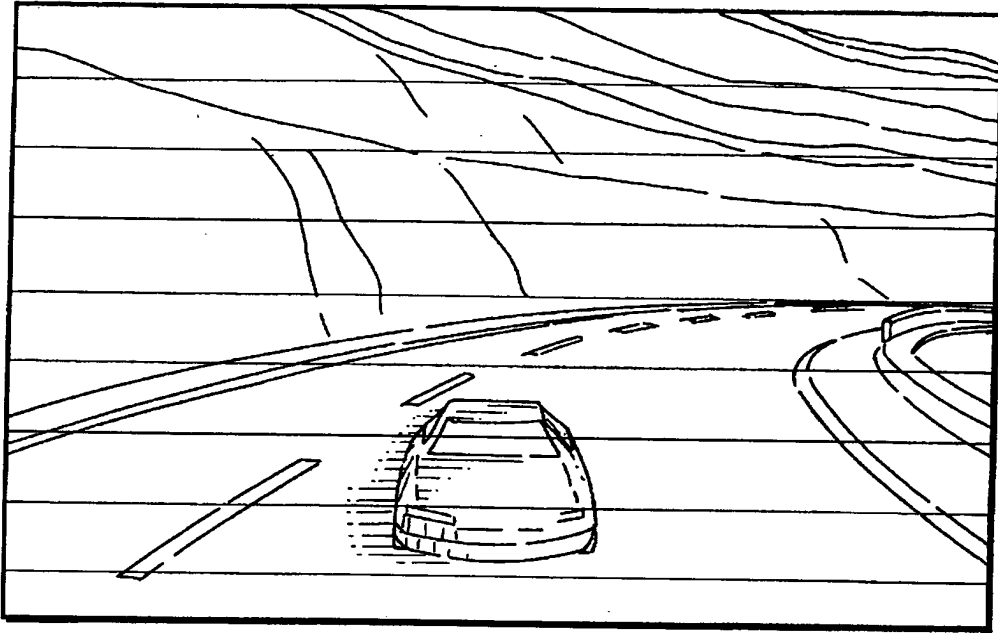


FIG. 5B

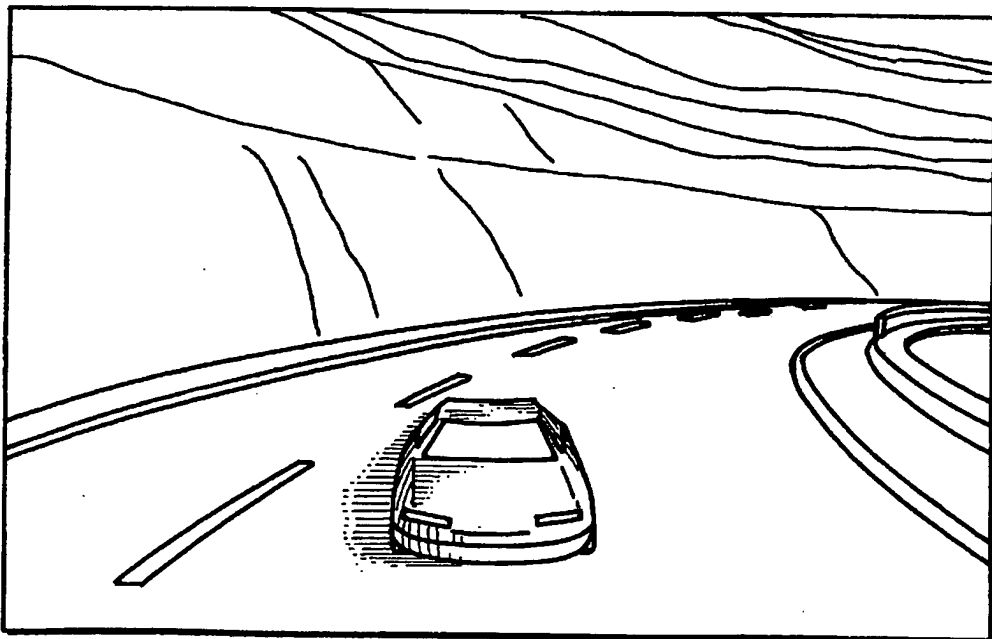


FIG. 6

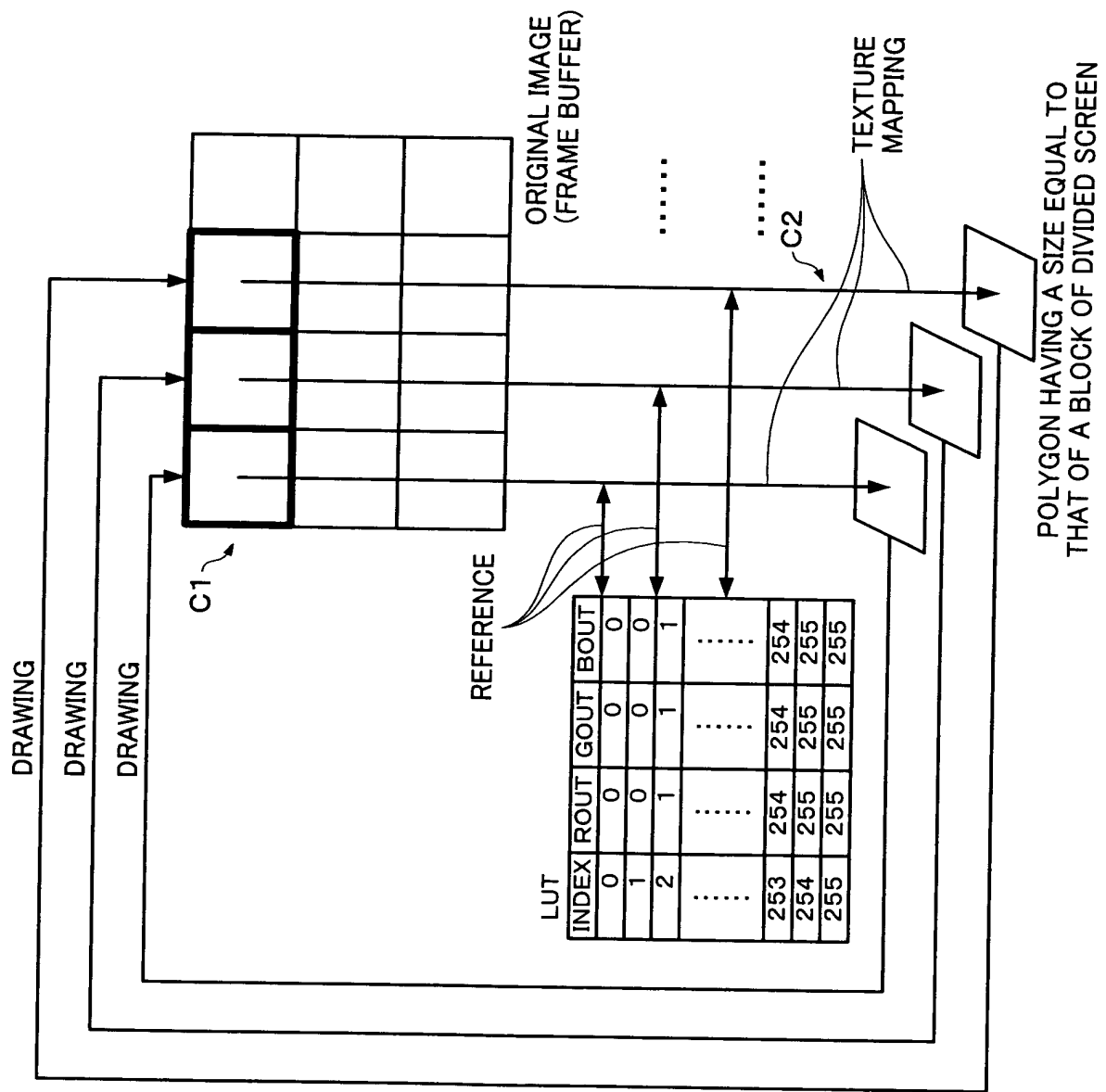


FIG. 7

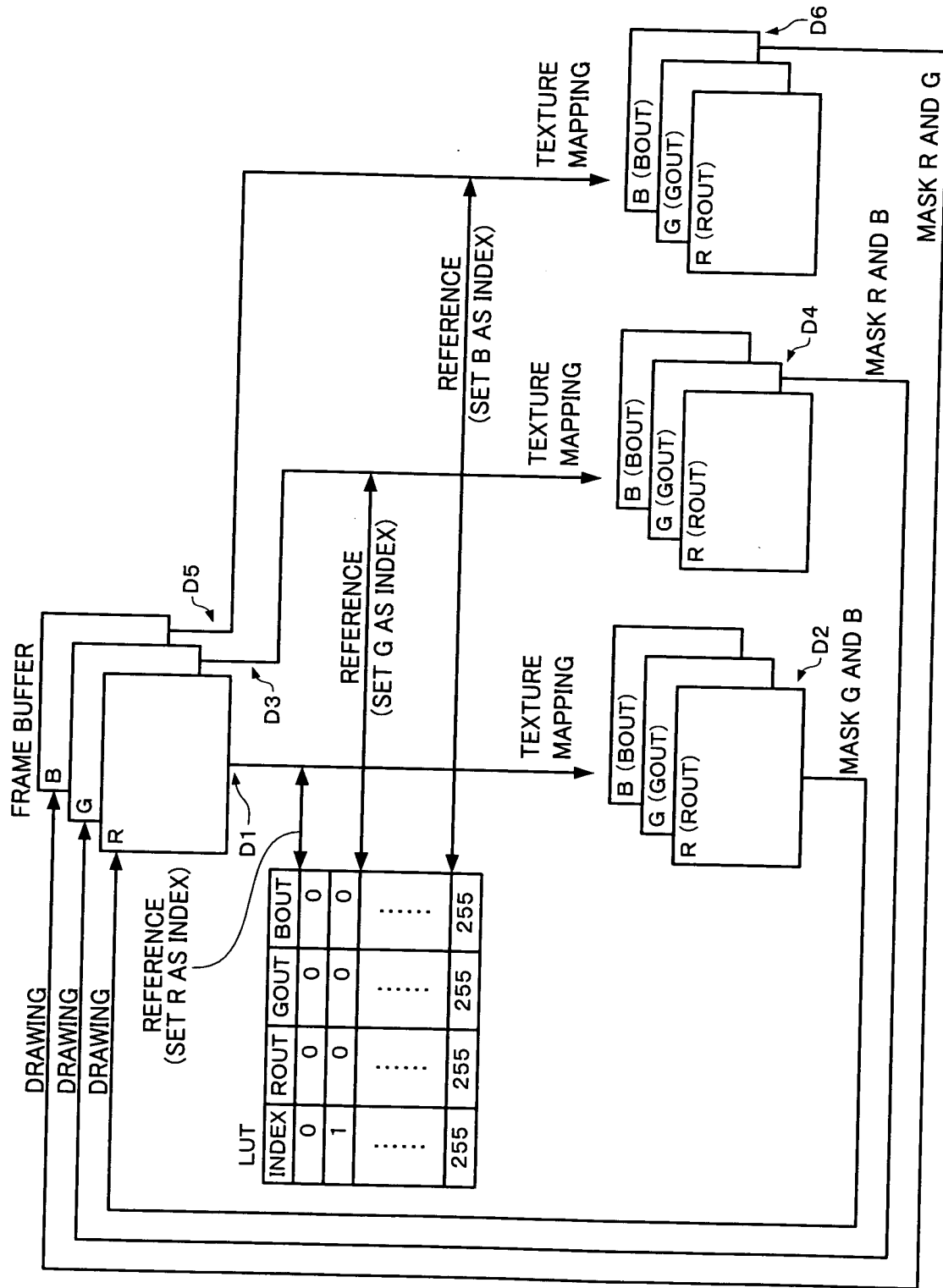


FIG. 8

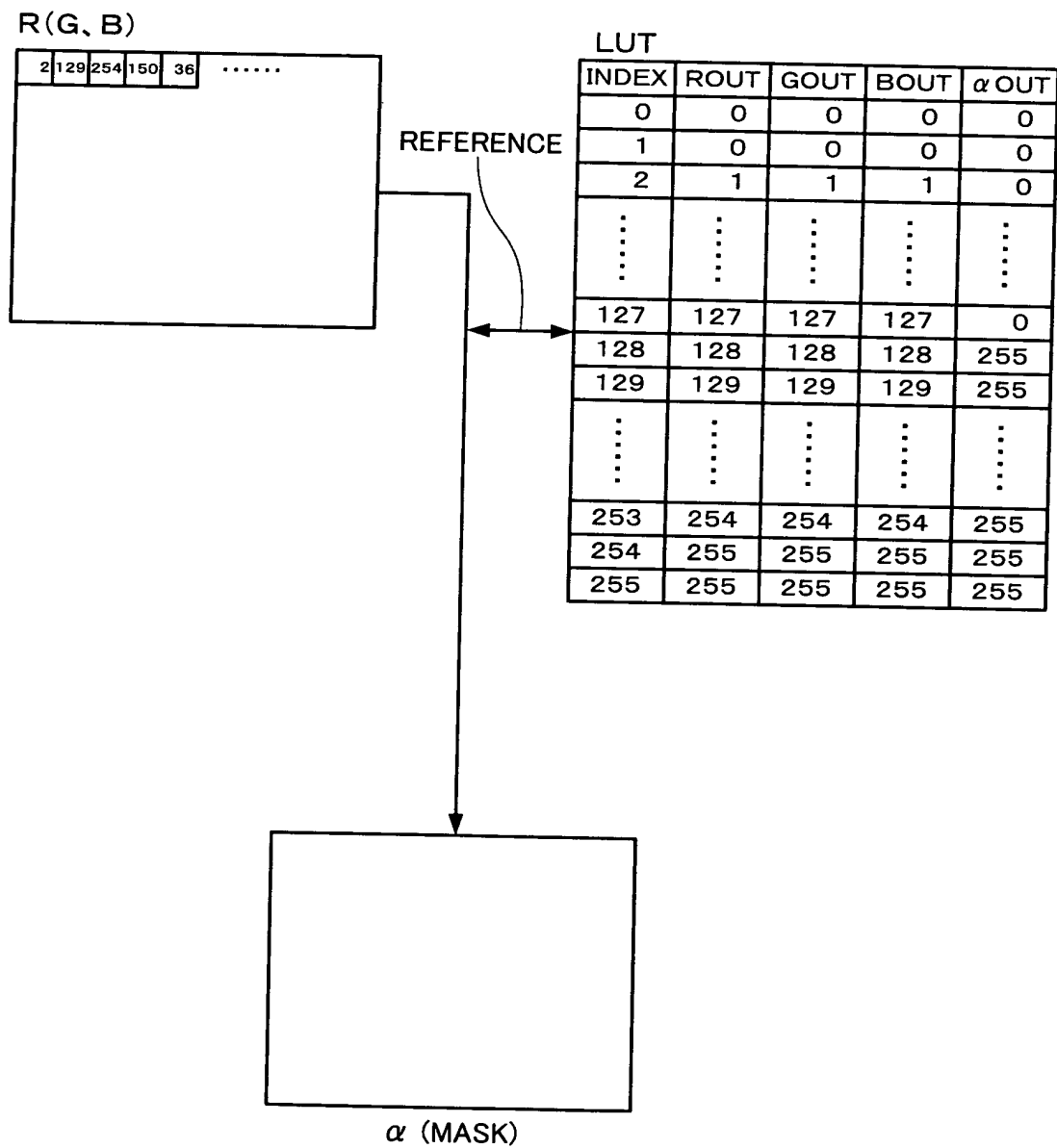


FIG. 9

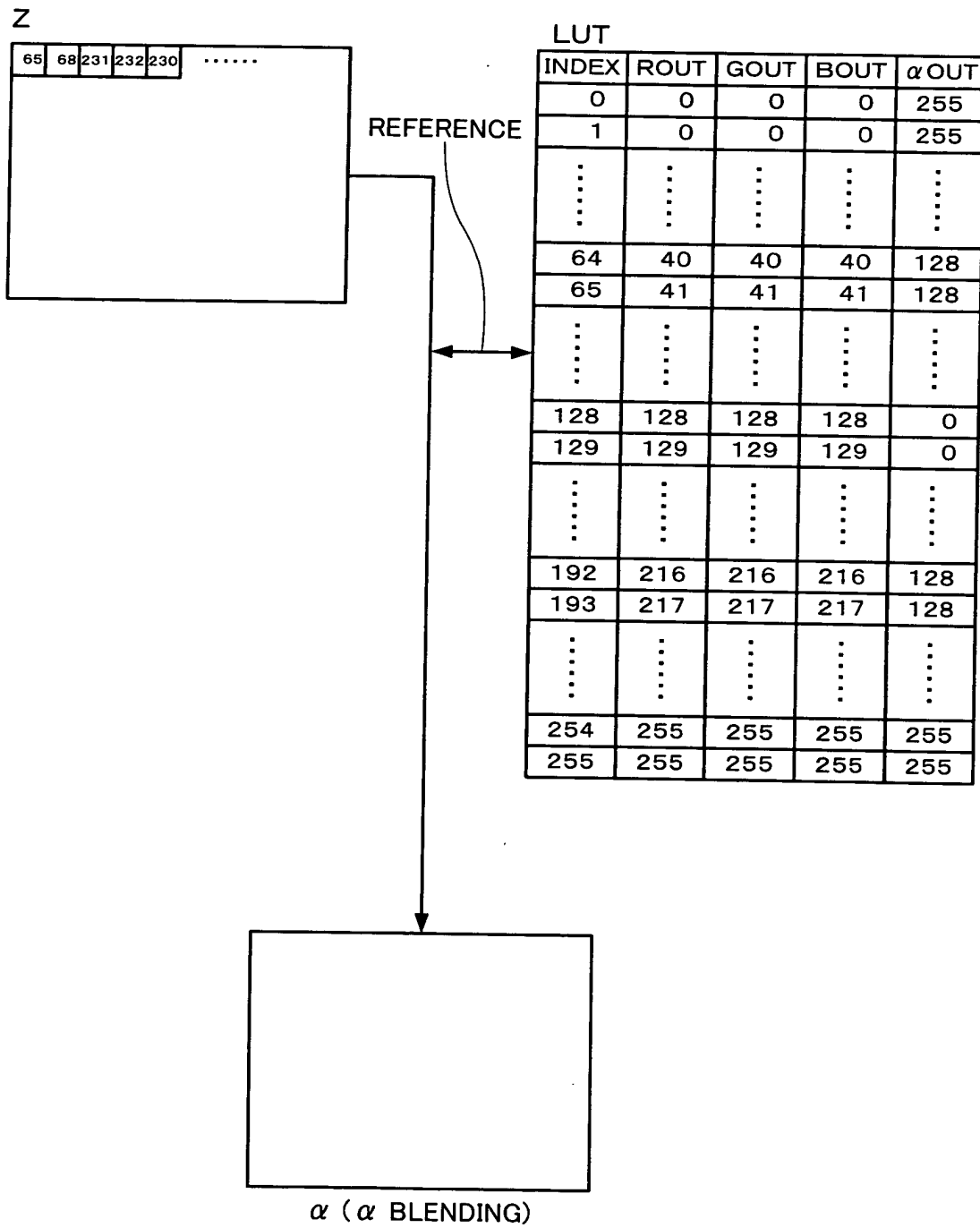


FIG. 10

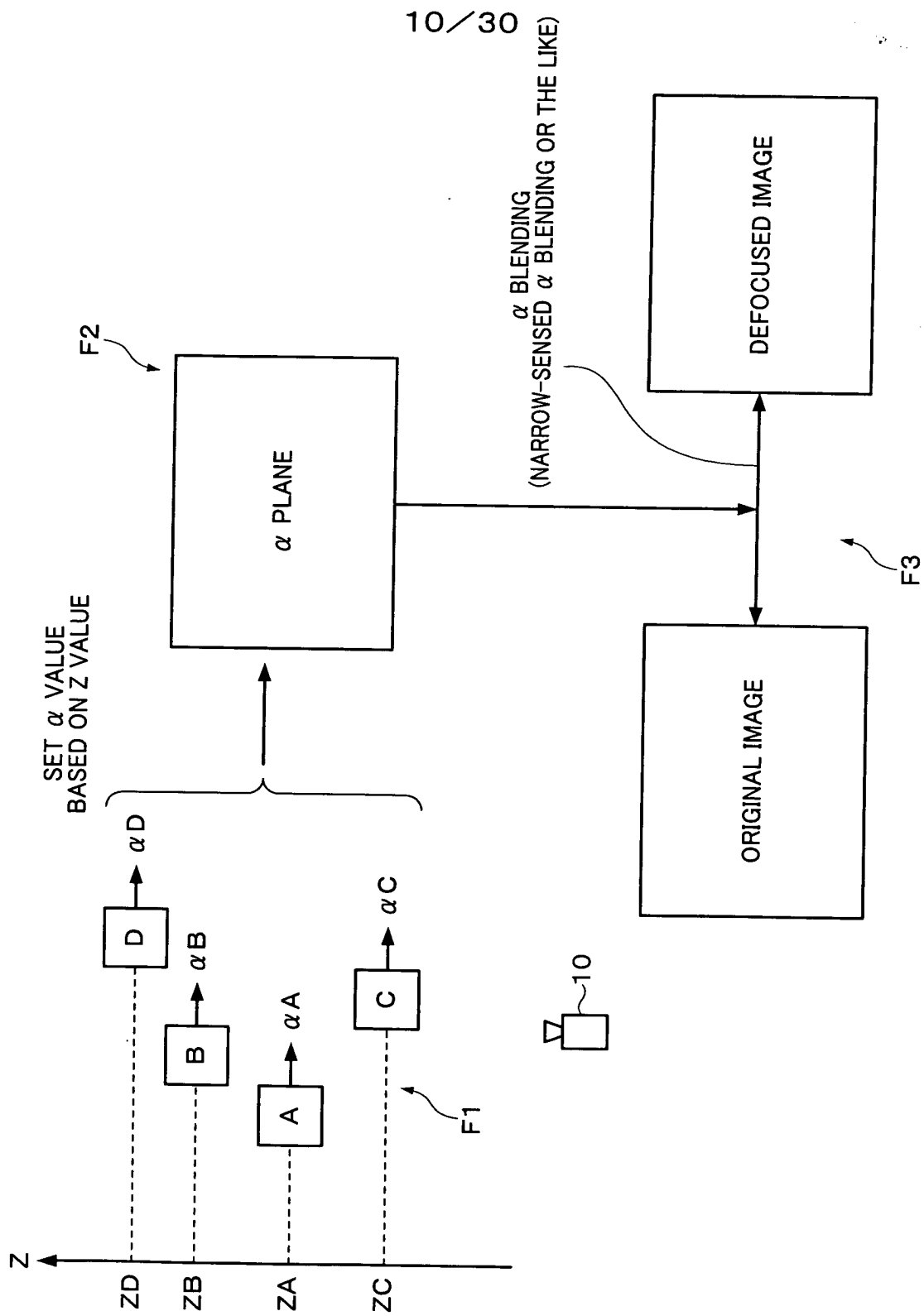


FIG. 11A ORIGINAL IMAGE

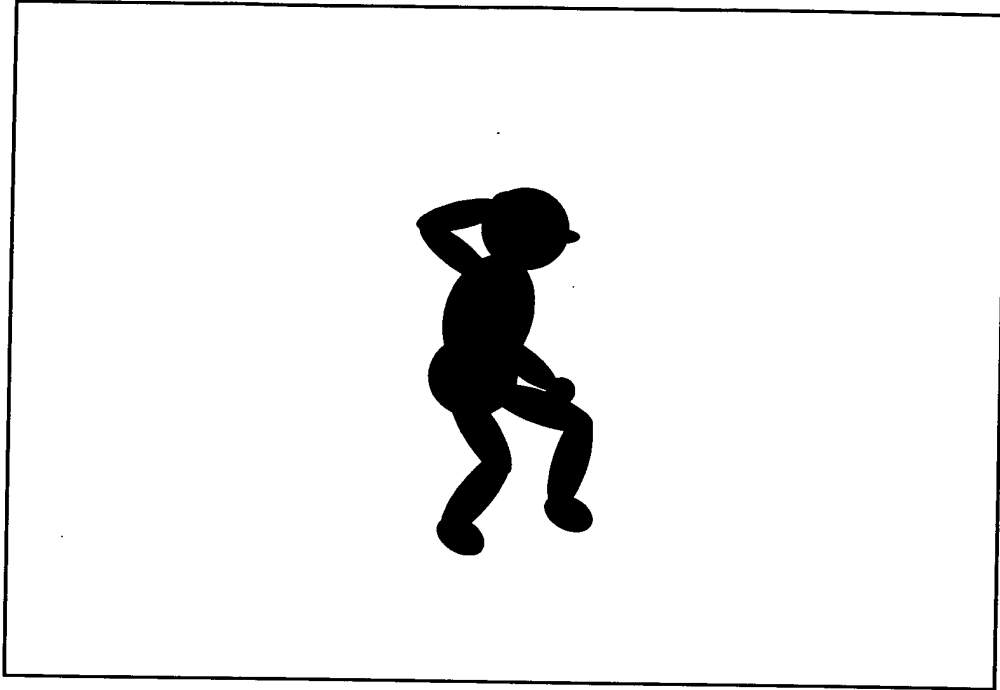


FIG. 11B DEFOCUSED IMAGE

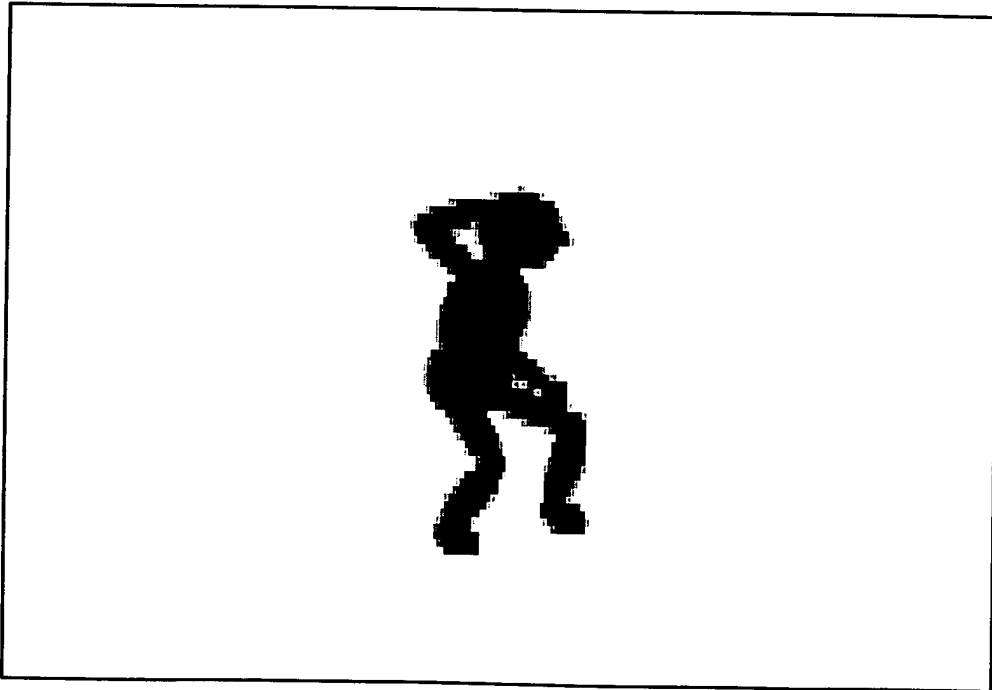


FIG. 12

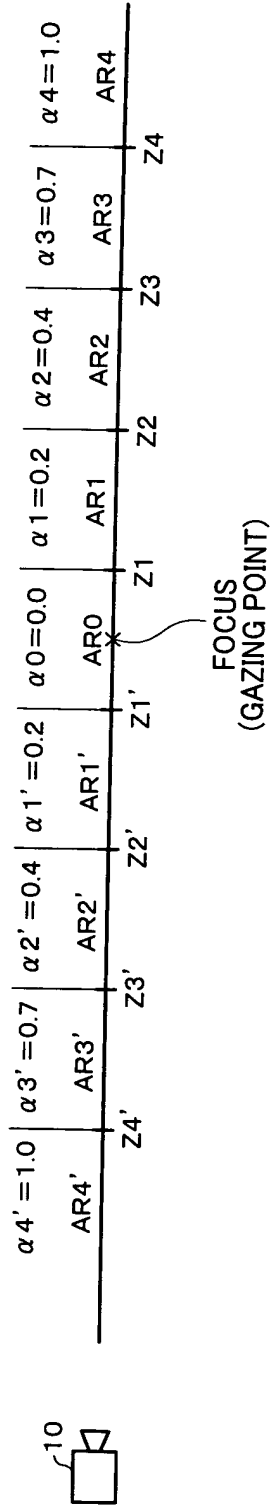


FIG. 13A

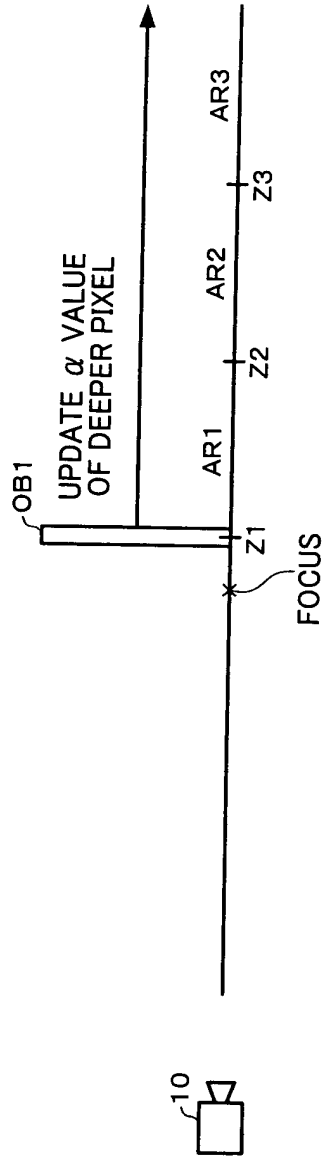


FIG. 13B

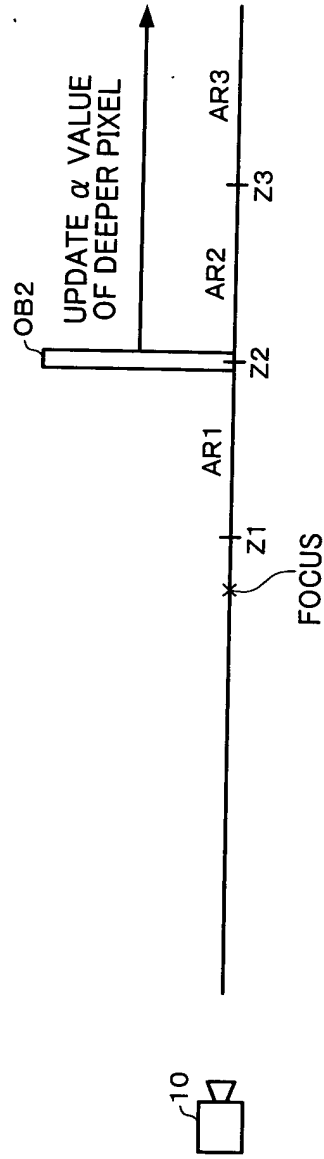


FIG. 13C

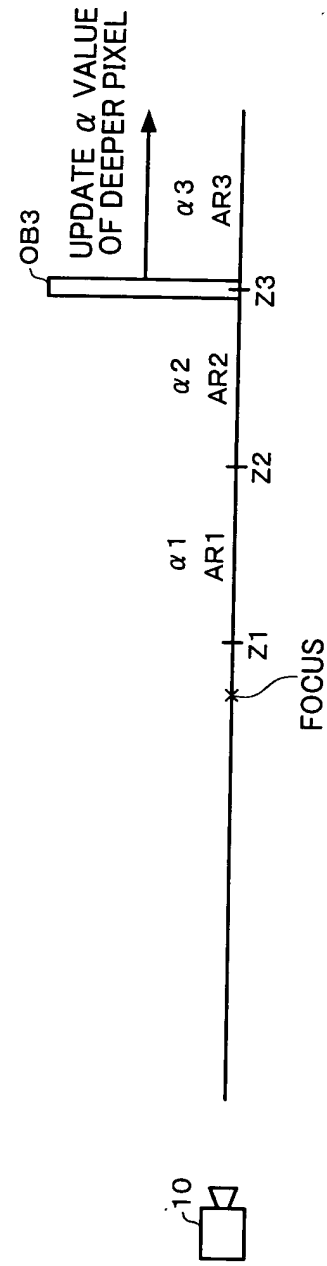
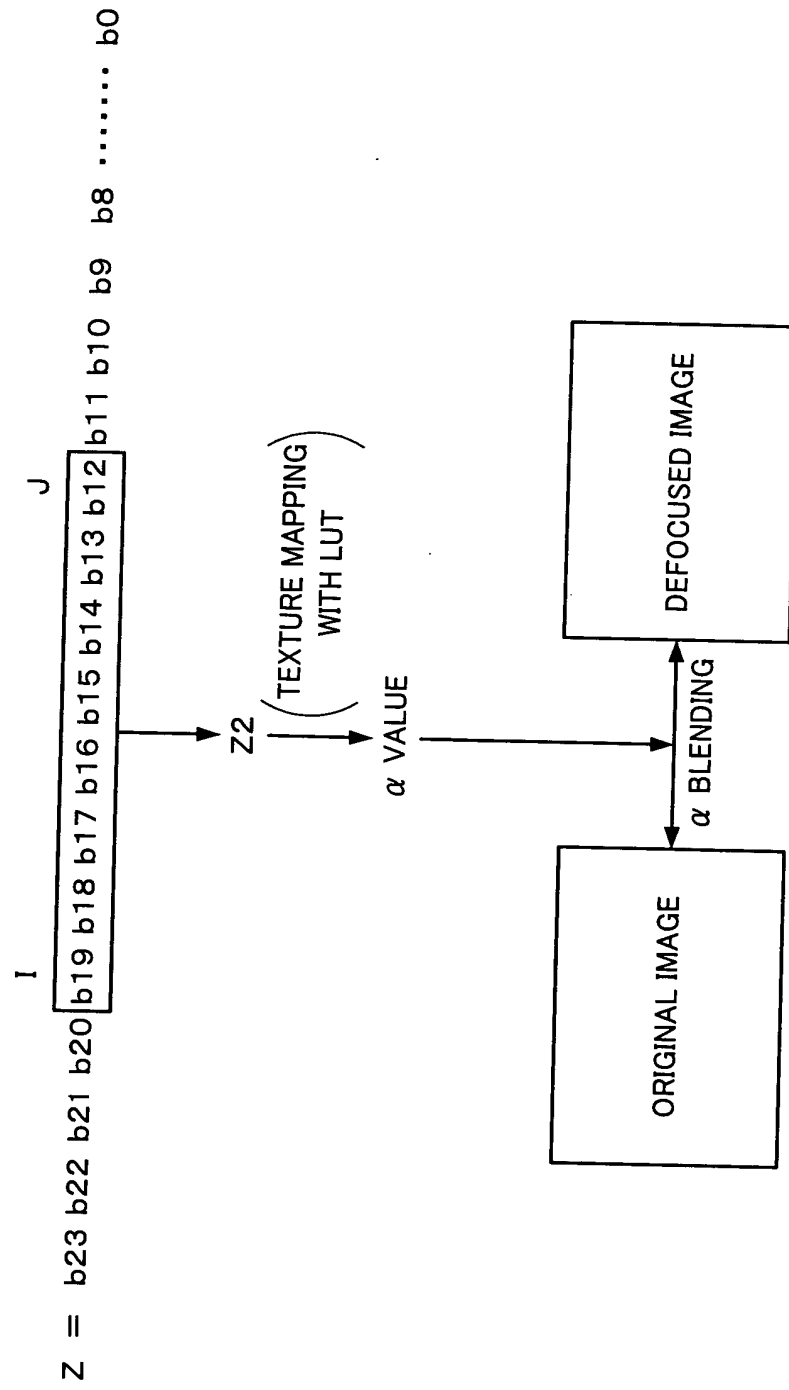


FIG. 14



A diagram illustrating a perspective view frustum. The frustum is defined by two lines converging at a point on the right, representing the viewer's eye or camera. A vertical rectangle labeled '10' is positioned at the base of the frustum, representing the image plane. A horizontal line segment labeled 'OB1' is shown within the frustum, representing the near clipping plane. A double-headed arrow labeled 'NEAR CLIPPING' indicates the distance from the viewer to the near clipping plane. A point labeled 'SC' is marked on the right edge of the near clipping plane. Four objects, represented by squares, are shown at different depths: 'OB4' is the furthest, followed by 'OB3', 'OB2', and 'OB1' is the closest to the viewer. The objects are positioned such that they are all within the frustum and in front of the near clipping plane.

[illegible]

FIG. 17

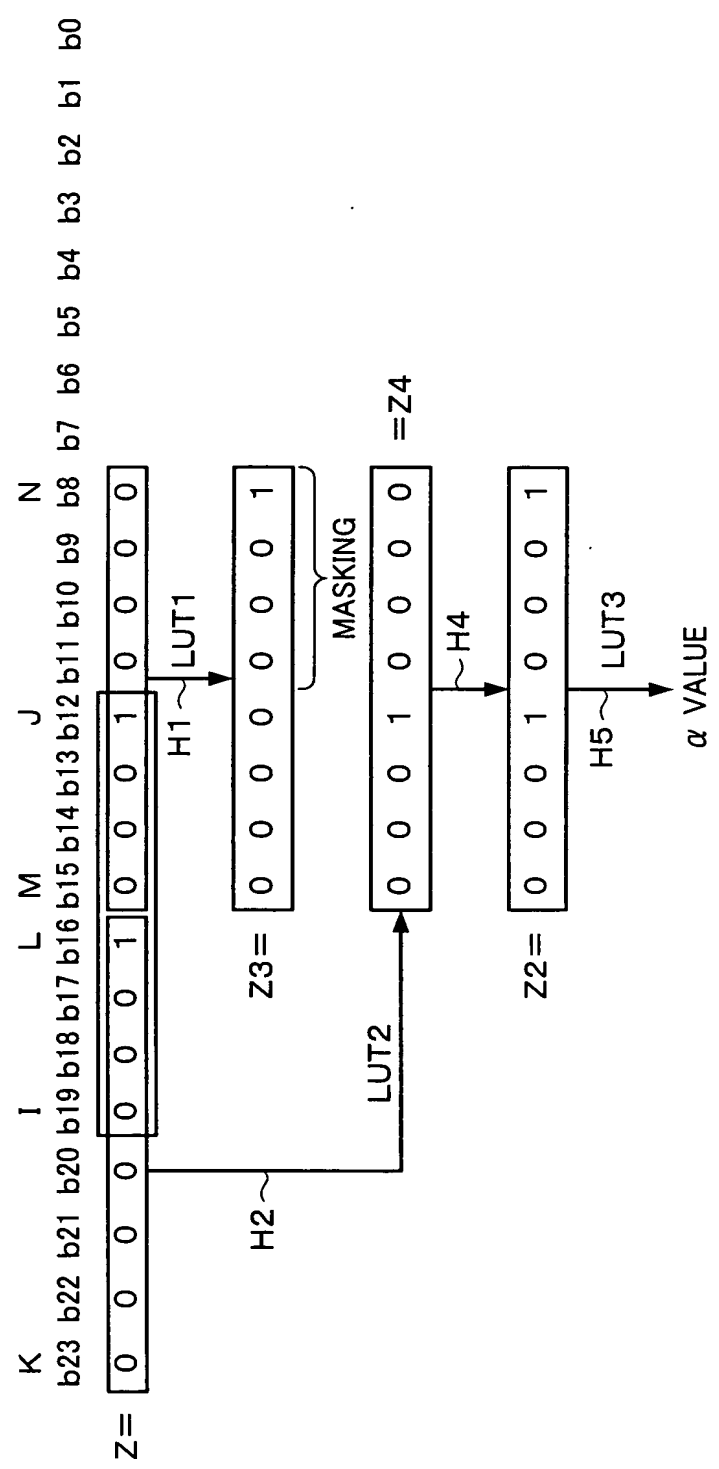


FIG. 18

LUT1 (BITS 15 TO 8)

INDEX	OUT (ANY ONE OF R, G, B AND α)
0x00 (00000000)	0x00 (00000000)
⋮	⋮
0x0F (00001111)	0x00 (00000000)
0x10 (00010000)	0x01 (00000001)
⋮	⋮
0x1F (00011111)	0x01 (00000001)
0x20 (00100000)	0x02 (00000010)
⋮	⋮
0x2F (00101111)	0x02 (00000010)
0x30 (00110000)	0x03 (00000011)
⋮	⋮
0xE0 (11100000)	0x0E (00001110)
⋮	⋮
0xEF (11101111)	0x0E (00001110)
0xF0 (11110000)	0x0F (00001111)
0xF1 (11110001)	0x0F (00001111)
0xF2 (11110010)	0x0F (00001111)
⋮	⋮
0xFF (11111111)	0x0F (00001111)

FIG. 19

LUT2 (BITS 23 TO 16)

INDEX	OUT (ANY ONE OF R, G, B AND α)
0x00 (00000000)	0x00 (00000000)
0x01 (00000001)	0x10 (00010000)
0x02 (00000010)	0x20 (00100000)
0x03 (00000011)	0x30 (00110000)
0x04 (00000100)	0x40 (01000000)
⋮	⋮
0x0E (00001110)	0xE0 (11100000)
0x0F (00001111)	0xF0 (11110000)
0x10 (00010000)	0xF0 (11110000)
0x11 (00010001)	0xF0 (11110000)
⋮	⋮
0xFF (11111111)	0xF0 (11110000)

Q1

CLAMPING

FIG. 20A

LUT3

INDEX	OUT(α)
0x00 (00000000)	0xFF (11111111)
0x01 (00000001)	0xFE (11111110)
0x02 (00000010)	0xFB (11111011)
⋮	⋮
0x7F (01111111)	0x00 (00000000)
0x80 (10000000)	0x00 (00000000)
0x81 (10000001)	0x00 (00000000)
⋮	⋮
0xFE (11111110)	0xFE (11111110)
0xFF (11111111)	0xFF (11111111)

FIG. 20B

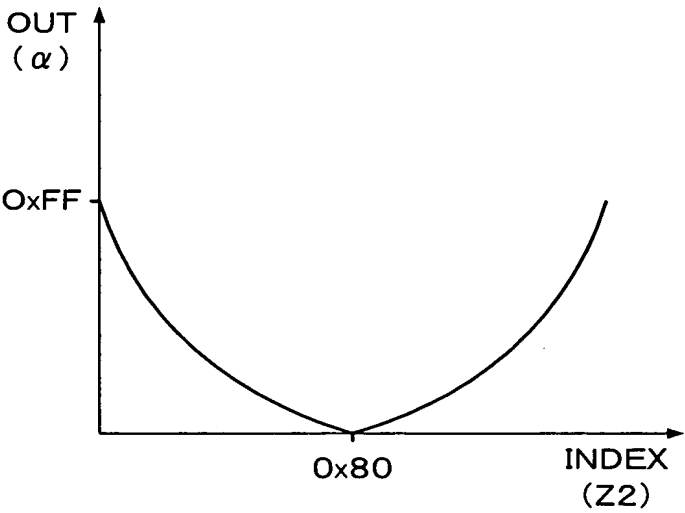


FIG. 21

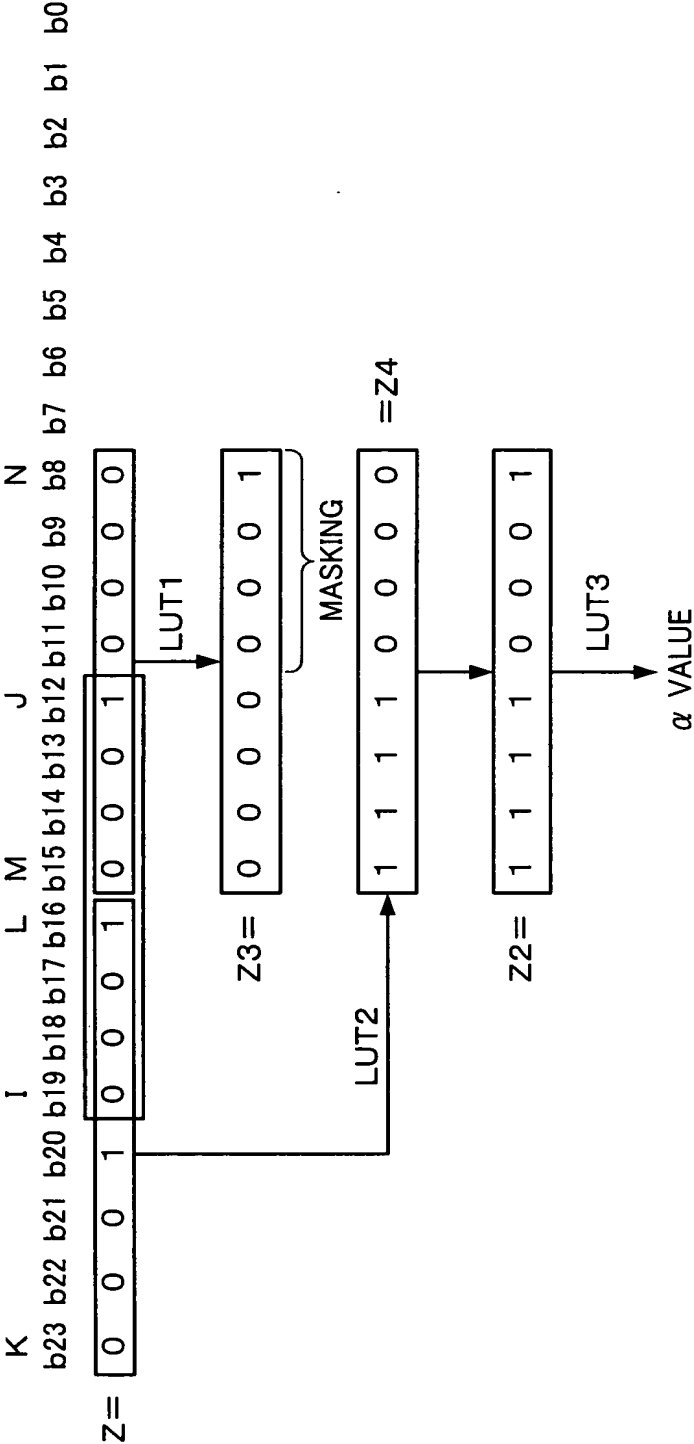


FIG. 22

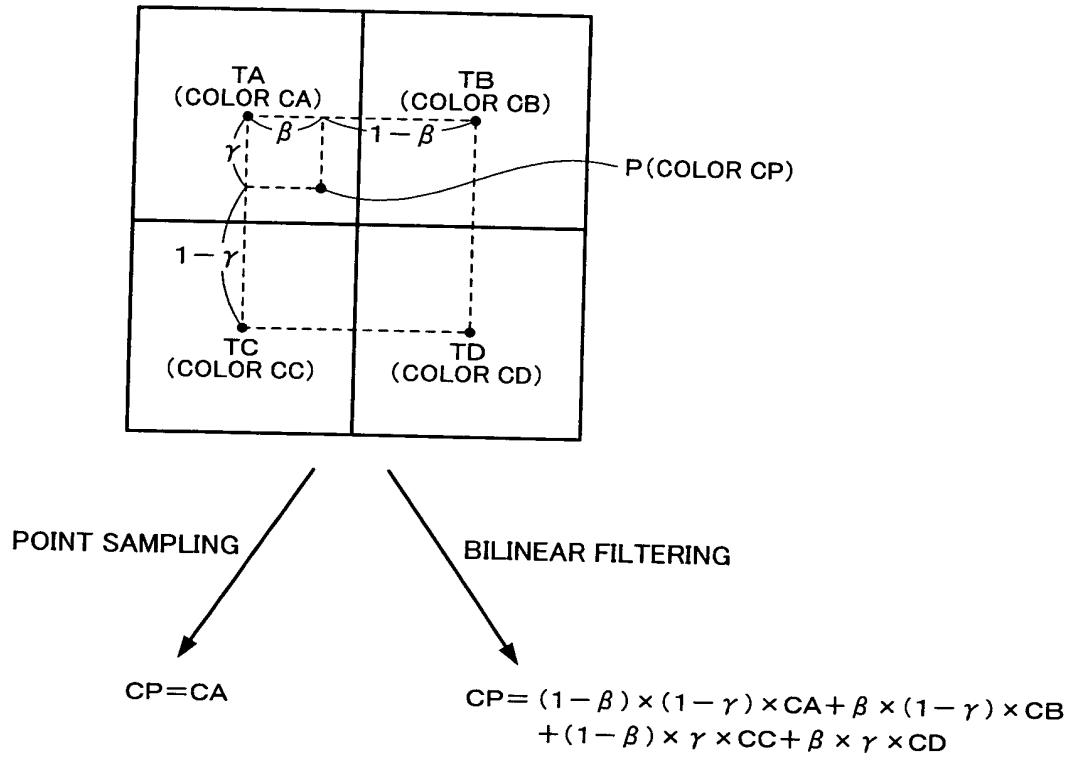


FIG. 23

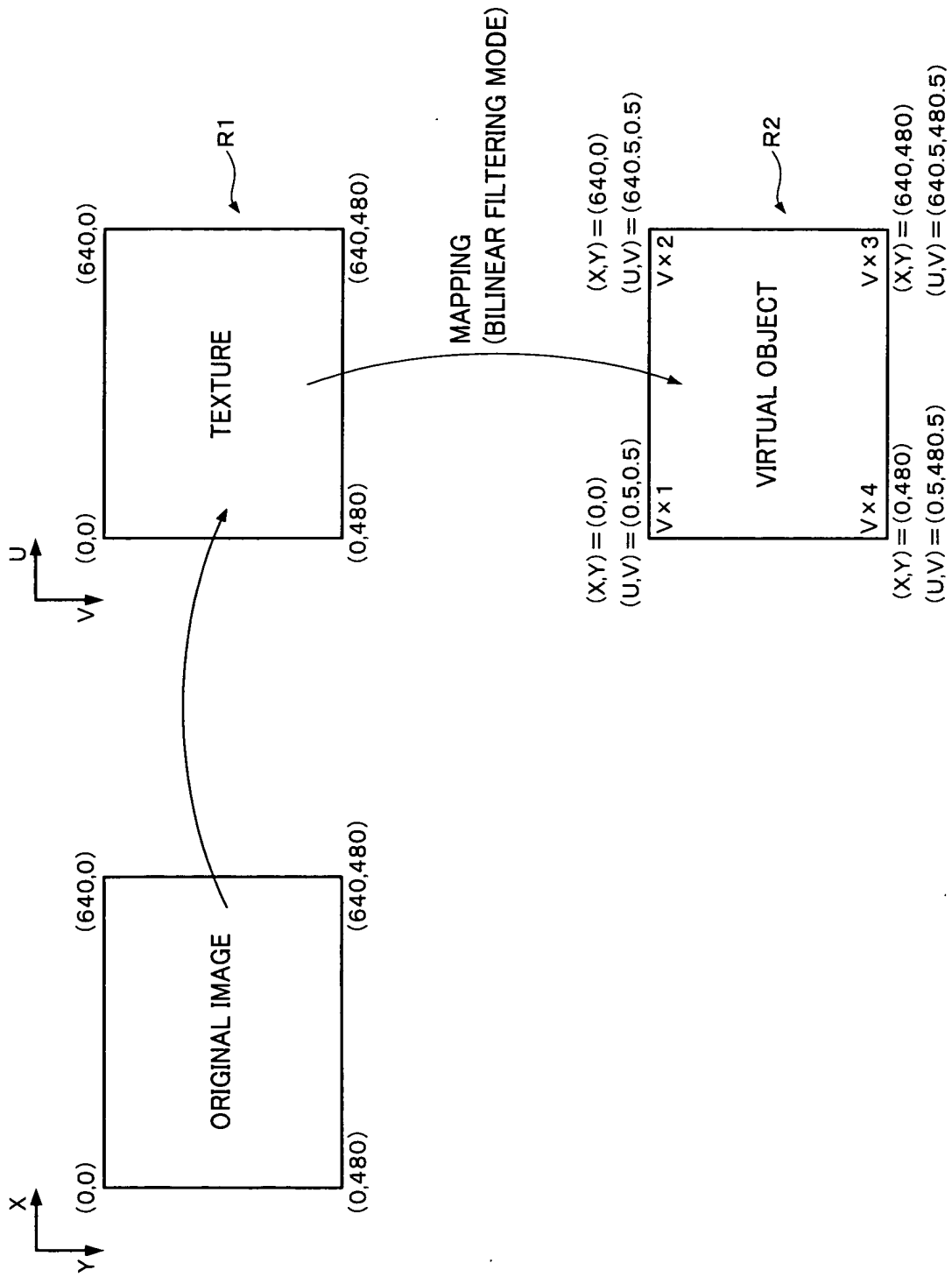


FIG. 24

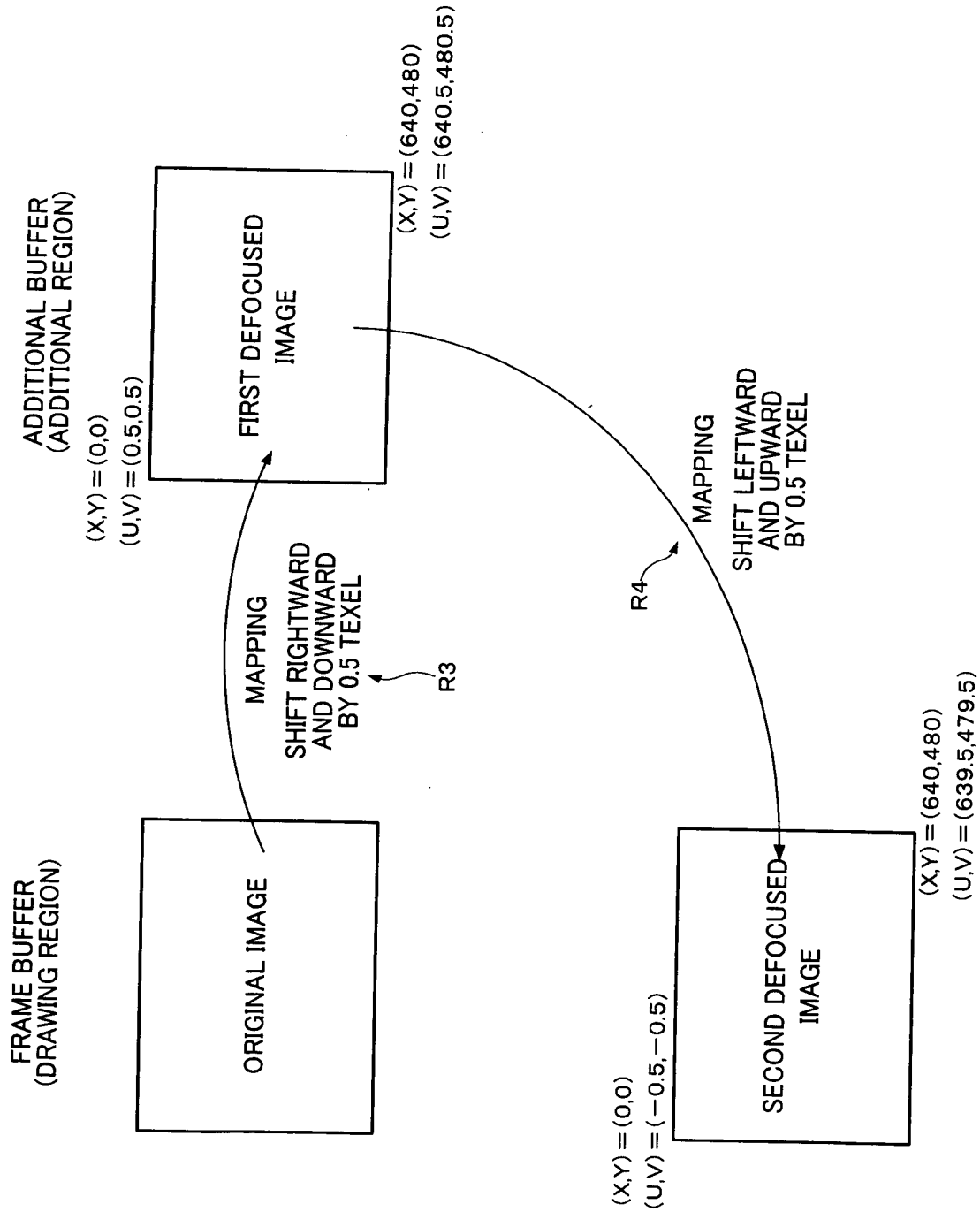
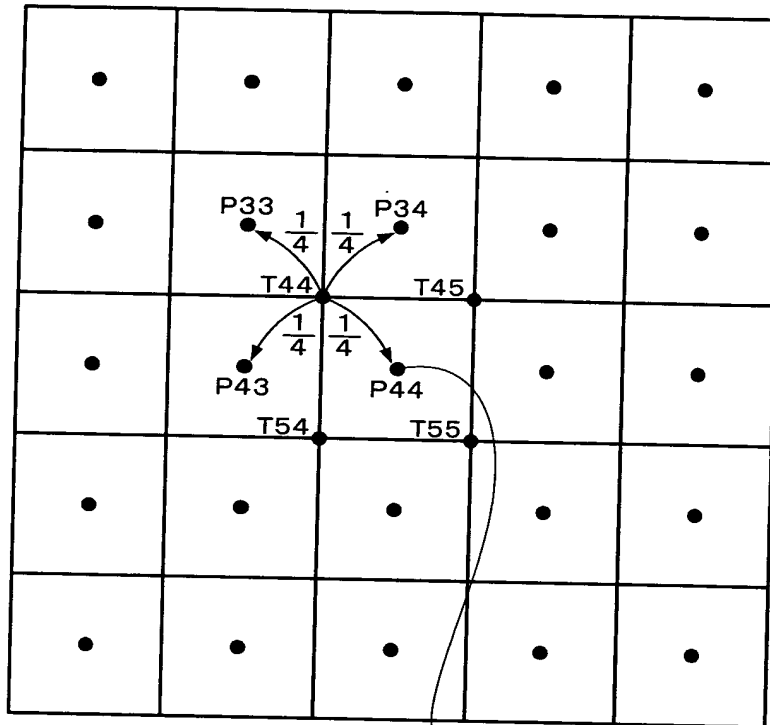


FIG. 25A

25/30



$$CP44 = (C44 + C45 + C54 + C55) / 4$$

FIG. 25B

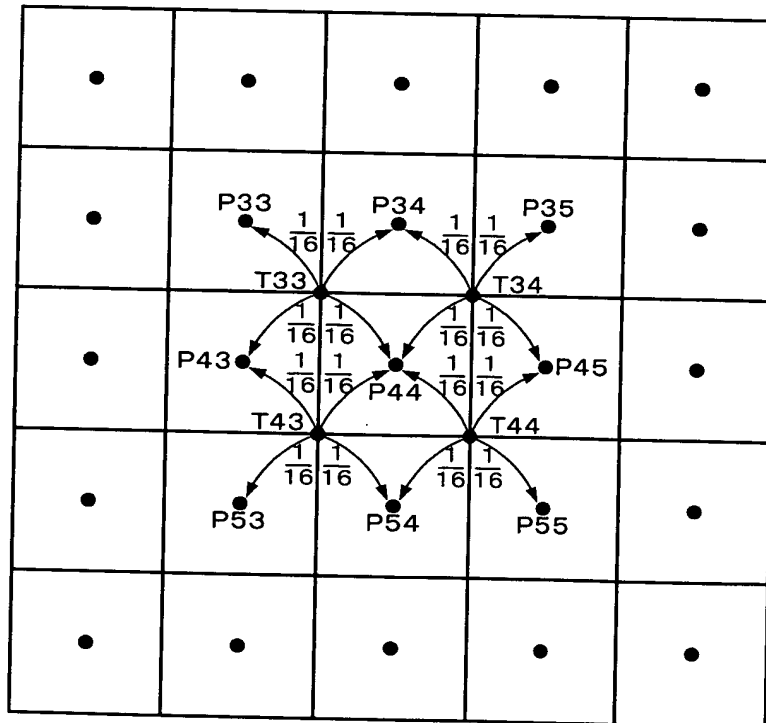


FIG. 26A

	$\frac{1}{16}$	$\frac{2}{16}$	$\frac{1}{16}$	
	$\frac{2}{16}$	$\frac{4}{16}$	$\frac{2}{16}$	
	$\frac{1}{16}$	$\frac{2}{16}$	$\frac{1}{16}$	

FIG. 26B

$\frac{1}{256}$	$\frac{4}{256}$	$\frac{6}{256}$	$\frac{4}{256}$	$\frac{1}{256}$
$\frac{4}{256}$	$\frac{16}{256}$	$\frac{24}{256}$	$\frac{16}{256}$	$\frac{4}{256}$
$\frac{6}{256}$	$\frac{24}{256}$	$\frac{36}{256}$	$\frac{24}{256}$	$\frac{6}{256}$
$\frac{4}{256}$	$\frac{16}{256}$	$\frac{24}{256}$	$\frac{16}{256}$	$\frac{4}{256}$
$\frac{1}{256}$	$\frac{4}{256}$	$\frac{6}{256}$	$\frac{4}{256}$	$\frac{1}{256}$

FIG. 27

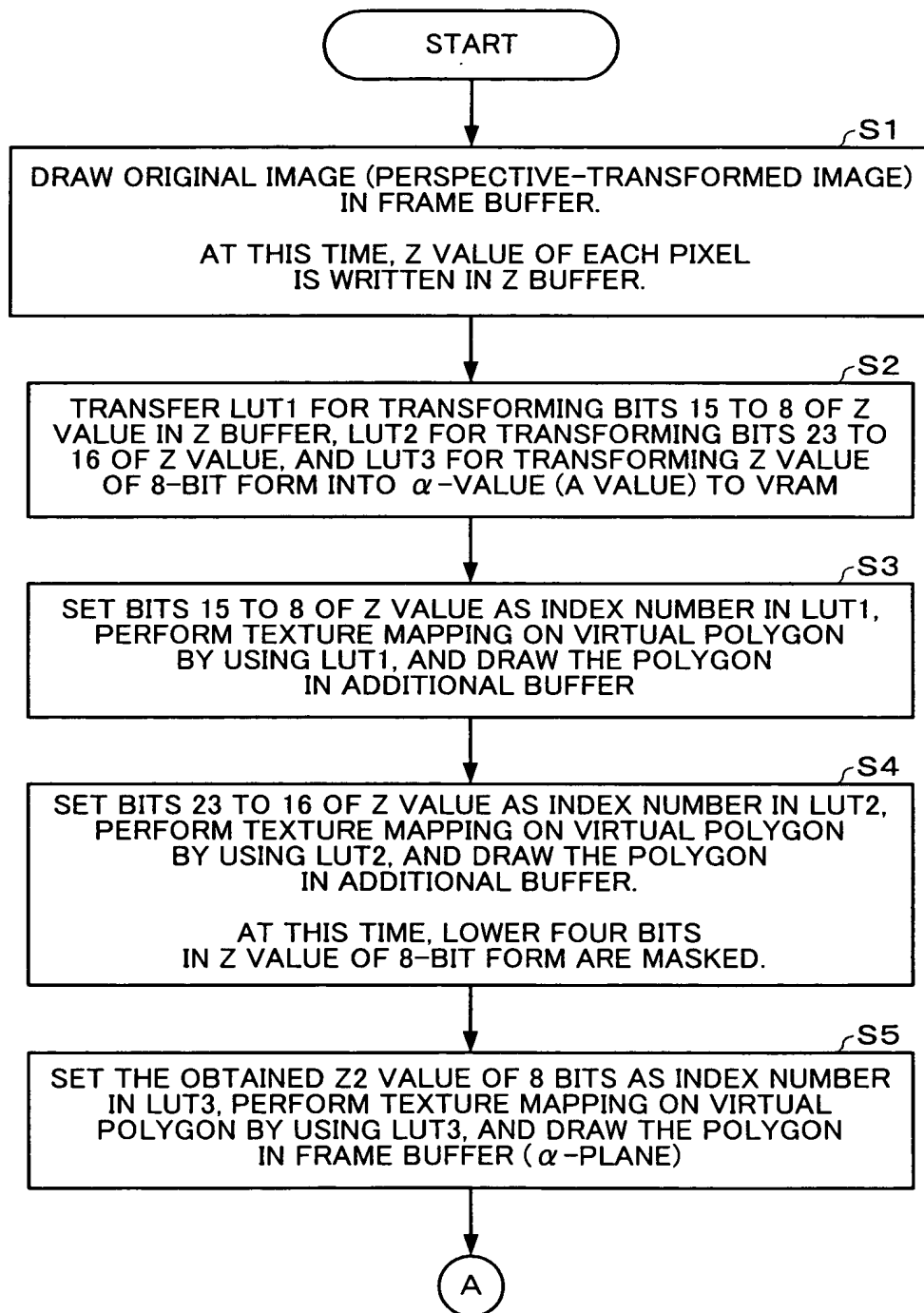


FIG. 28

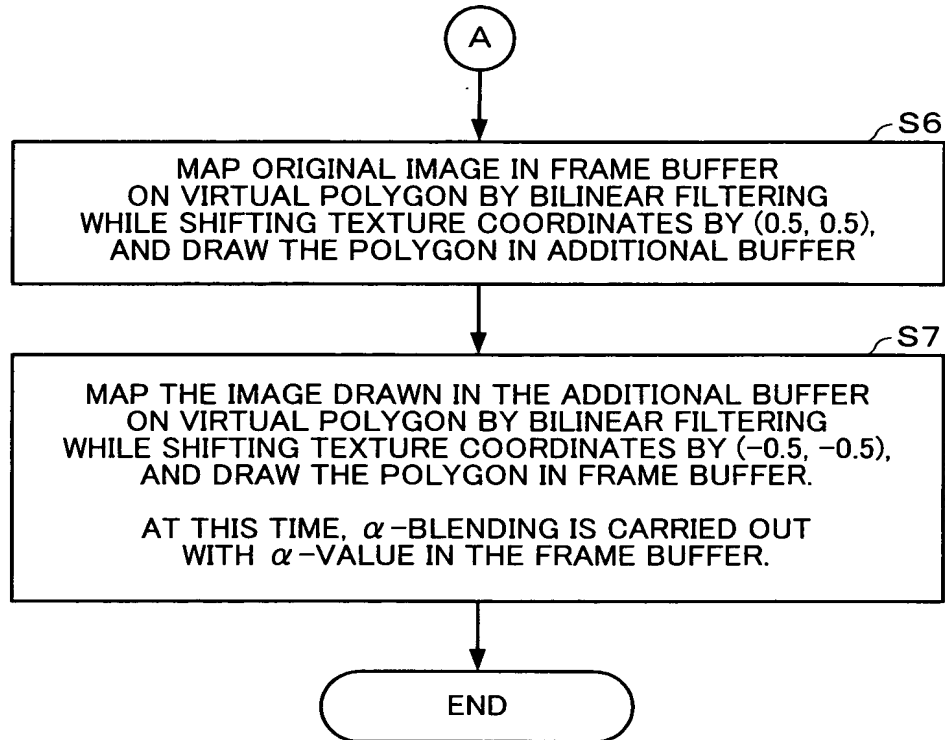


FIG. 29

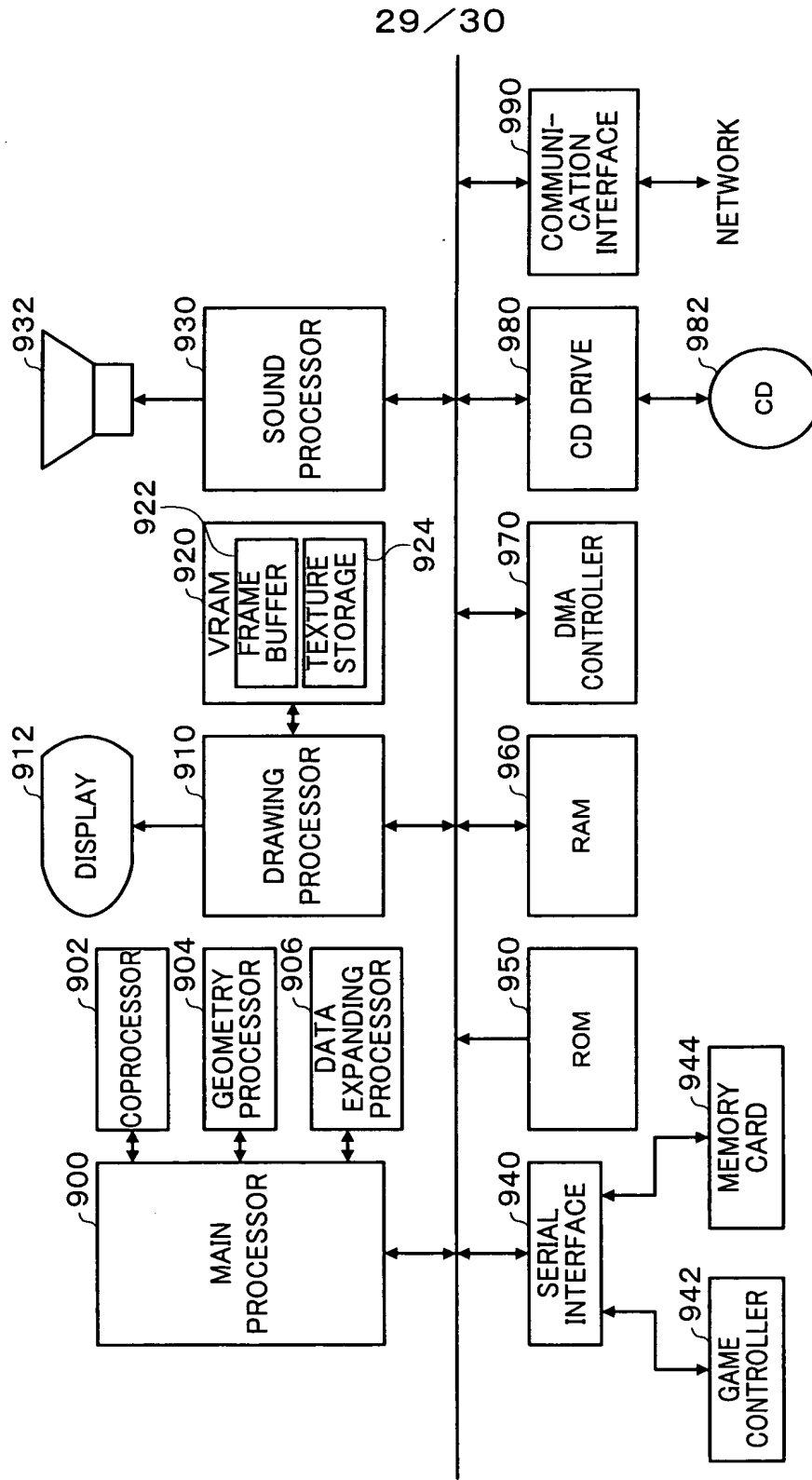


FIG. 30A

30/30

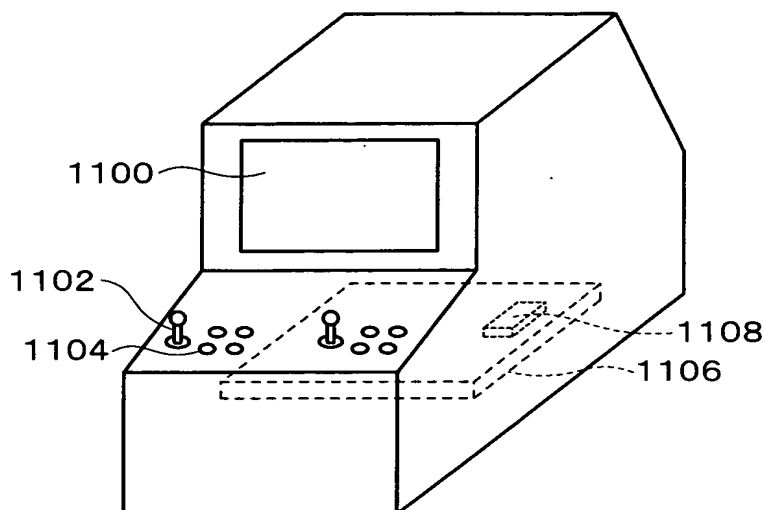


FIG. 30B

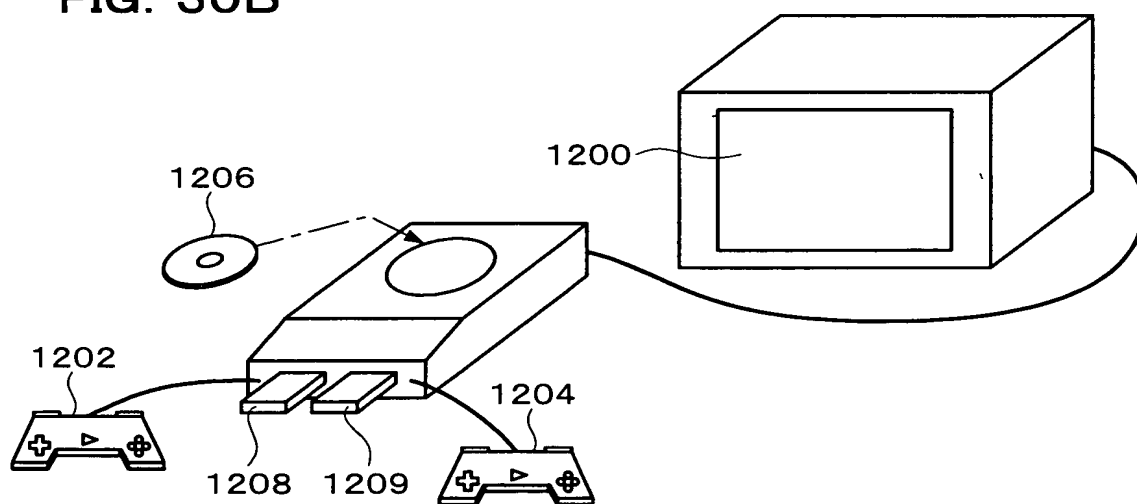


FIG. 30C

